WHAT IS CLAIMED IS:

1. A computer-implemented method for providing visual clues for navigating a three-dimensional space represented in a computer-implemented graphics system, comprising:

(a) displaying a two-dimensional viewport of the three-dimensional space on a monitor attached to the computer;

(b) moving a cursor through the two-dimensional viewport of the three-dimensional space according to a position of the input device attached to the computer;

(c) determining a position of the cursor within the three-dimensional space relative to the two-dimensional viewport; and

(d) generating a visual representation of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

2. The method of claim 1, wherein the generating step comprises generating the visual representation of the cursor using one or more human recognizable metaphors for three-dimensional distance cueing in order to provide an extra dimension of visual feedback to the operator navigating the cursor through the three-dimensional space related to the two-dimensional viewport.

3. The method of claim 1, wherein generating step comprises varying a brightness of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

4. The method of claim 1, wherein the generating step comprises varying a reflectivity of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

5. The method of claim 1, wherein the generating step comprises varying a color of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

6. The method of claim 1, wherein generating step comprises varying a composition of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

7. The method of claim 6, wherein the generating step comprises adding and subtracting concentric circles about the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

8. The method of claim 6, wherein the generating step comprises adding and subtracting projection lines to the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

9. The method of claim 6, wherein the generating step comprises adding and subtracting tag along characters to the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

10. A computer-implemented graphics system for providing visual clues for navigating a three-dimensional space, comprising:

(a) a computer having a monitor attached thereto;

(b) means, performed by the computer, for displaying a two-dimensional viewport of the three-dimensional space on a monitor attached to the computer;

(c) means, performed by the computer, for moving a cursor through the two-dimensional viewport of the three-dimensional space according to a position of the input device attached to the computer;

(d) means, performed by the computer, for determining a position of the cursor within the three-dimensional space relative to the two-dimensional viewport; and

(e) means, performed by the computer, for generating a visual representation of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

11. An article of manufacture embodying logic for performing a method for providing visual clues for navigating a three-dimensional space represented in a computer-implemented graphics system, the method comprising:

(a) displaying a two-dimensional viewport of the three-dimensional space on a monitor attached to the computer;

(b) moving a cursor through the two-dimensional viewport of the three-dimensional space according to a position of the input device attached to the computer;

(c) determining a position of the cursor within the three-dimensional space relative to the two-dimensional viewport; and

(d) generating a visual representation of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

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